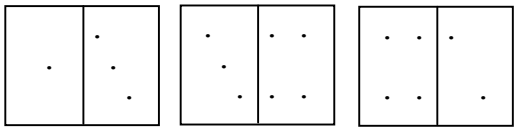
3. Dominoes

Program Name: Dominoes.java **Input File: dominoes.dat**

Lester is trying to teach his daughter Amy about numbers by playing a game using dominoes. Their box of dominoes contains 21 dominoes, each of which has two "ends". There are six "ones" which means one end is a one and the other end is a number one through six. There are five “twos” (after eliminating the duplicate 2-1 vs. 1-2). Similarly, there are four "threes", three "fours", two "fives" and one "six" for a total of 21 dominoes. For the game they are playing, they randomly select seven dominoes from the box and try to form a line by putting matching ends together. For example, if they have the dominoes 3-1, 4-3 and 4-2, they could form the line: `1-3 3-4 4-2`.



Input

The first line of input will contain a single integer `n` that indicates the number of games they will play. Each of the following `n` lines will contain seven dominoes, each in the form `x-y` where `x` and `y` are the values for each end of one domino. Each of dominoes will be separated by a space.

Output

For each game, you will output:

`YES` if all seven dominoes can be placed end –to-end as described above, or
`NO` if it is not possible.

Example Input File

```
2
1-2 4-3 4-4 2-5 4-2 1-4 3-5
4-5 6-6 1-6 5-6 3-4 2-1 4-1
```

Example Output to Screen

```
YES
NO
```